Web Sites

The National Nanotechnology Initiative

www.nano.gov

The National Nanotechnology Initiative (NNI) is a federal research and development (R&D) program established to coordinate the multiagency efforts in nanoscale science, engineering, and technology. The goals of the NNI are to: maintain a world-class R&D program aimed at realizing the full potential of nanotechnology; facilitate transfer of new technologies into products for economic growth, jobs, and other public benefit; develop educational resources, a skilled workforce, and the supporting infrastructure and tools to advance nanotechnology; and support responsible development of nanotechnology. Twenty-three federal agencies participate in the Initiative, 11 of which have a R&D budget for nanotechnology. Other federal organizations contribute with studies, applications of the results from those agencies performing R&D, and other collaborations. The NNI is managed within the framework of the National Science and Technology Council (NSTC), the cabinet-level council by which the President coordinates science, space, and technology policies across the federal government. The Nanoscale Science Engineering and Technology (NSET) subcommittee of the NSTC coordinates planning, budgeting, program implementation and review to ensure a balanced and comprehensive initiative. The NSET subcommittee is composed of representatives from agencies participating in the NNI.

The Science of Star Trek

http://ssdoo.gsfc.nasa.gov/education/just_for_fun/startrek.html

Is *Star Trek* really a science show, or just a lot of *gee, whiz* nonsensical sci-fi? Could people really *do* the fantastic things they do on the original *Star Trek* and *Next Generation* programs, or is it all just hi-tech fantasy for people who cannot face reality? Will the real world come to resemble the world of unlimited power for people to travel about the galaxy in luxurious, gigantic ships and meet exotic alien beings as equals? What are the features of *Star Trek* that a person interested in science can enjoy without guilt, and what features rightly tick off those persnickety critics? Well, many of the star systems mentioned on the show, such as Wolf 359, really do exist. Usually, though, the writers just make them up! There have also been some beautiful special effects pictures of binary stars and solar flares which were astronomically accurate and instructive. The best accuracy and worst stumbles can be found among the features of the show that have become constant through all of the episodes. The site contains a list of the standard *Star Trek* features, roughly in order of increasing scientific credibility.

Star Wars Technology, Coming Soon to a Planet Near You

http://science.nasa.gov/newhome/headlines/sc19may99_1.htm

Science fiction is the infinite realm of what might be, sometimes just a few minutes into the future. The *Star Wars* movies flash-dozens of futuristic concepts past the viewer's eyes, but how likely are these concepts? Some might be closer than you think. Check the possibilities on this site and click to the stories about the research that NASA is conducting today to make *Star Wars* technology happen tomorrow.

American Association for Artificial Intelligence

www.aaai.org

Founded in 1979, the American Association for Artificial Intelligence (AAAI) is a nonprofit scientific society devoted to advancing the scientific understanding of the mechanisms underlying thought and intelligent behavior and their embodiment in machines. AAAI also aims to increase public understanding of artificial intelligence, improve the teaching and training of AI practitioners, and provide guidance for research planners and funders concerning the importance and potential of current AI developments and future directions. The major sections of this site (and some popular pages) can be accessed from the links on this site. To help you choose, they have included short explanations within the links themselves.

How William Shatner Changed the World

www.discoverychannel.ca/on_tv/how_shatner/shatner_home/

Could a TV show propel us into a real-life final frontier? Could a fictional captain change the way we interact with our world? While you could argue that William Shatner changed the world, he is downright sure of it, and he has taken the liberty of making a two-hour documentary to prove it. From communicator-style flip-phones, to medical imaging, to space-craft propulsion, *How William Shatner Changed the World* reviews how the fiction of the U.S.S. Enterprise and crew inspired a world of science in reality. Click on some of the *influences* headings on the site to read the technology's timeline and see if you're convinced that the technical revolution is because of one man.

The Star Wars Worlds: More Science Than Fiction?

http://news.nationalgeographic.com/news/2005/06/0603_050603_starwars.html

Everyone knows the *Star Wars* galaxy is located "far, far away." But how realistic are the alien worlds described in the science fiction saga? To find out, National Geographic News checked in with two experts on everything extraterrestrial: Bruce Betts, a planetary scientist at the Planetary Society in Pasadena, CA, and Seth Shostak, a senior astronomer at the Search for Extraterrestrial Intelligence Institute in Mountain View, CA.

Technovelgy

www.technovelgy.com

The Technovelgy Web site gives visitors the opportunity to explore the wide variety of inventions and ideas of science fiction writers. More than 1,050 of these inventions are shown on this site, including the progress made on each invention. Visitors can view the online timeline of inventions derived from science fiction, beginning with the Geometric Modeling – 18th century NURBS (from *Gulliver's Travels* by Jonathan Swift) and ending with External Eyelenses (from *Altered Carbon* by Richard Morgan). Doing a search for Star Trek and Star Wars technology, a visitor can find more than 40 inventions from Star Trek or Star Wars that have either become a reality or are currently being developed. Invention topics include, but are not limited to armor, artificial intelligence, biology, clothing, travel, vehicle, virtual person, warfare, weapon, and work.